TUROK
SHADOW OF OBLIVION

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PRINTED IN CANADA

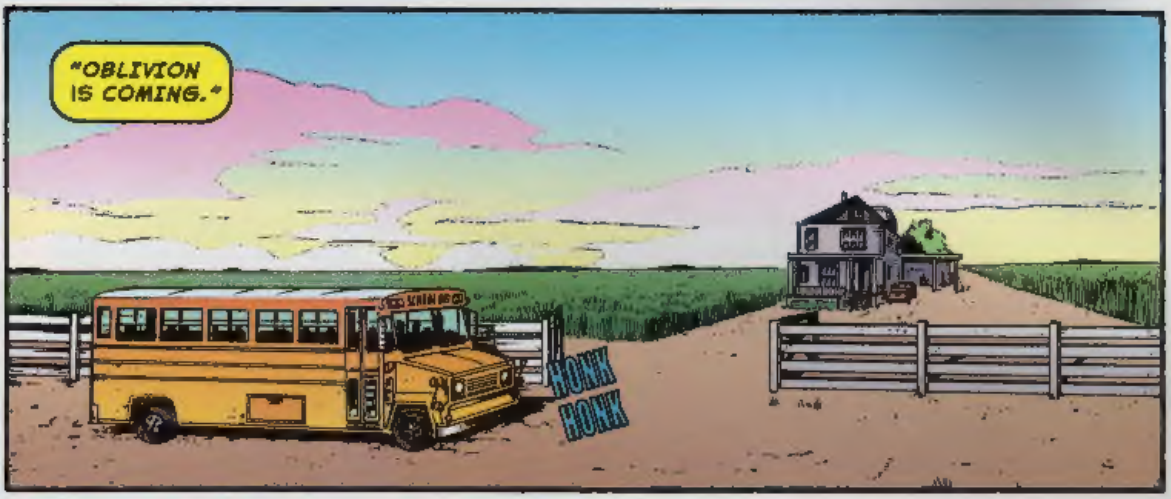
OBLIVION
h-help.
h-help me.
please...

...TUROK...

HURRY!

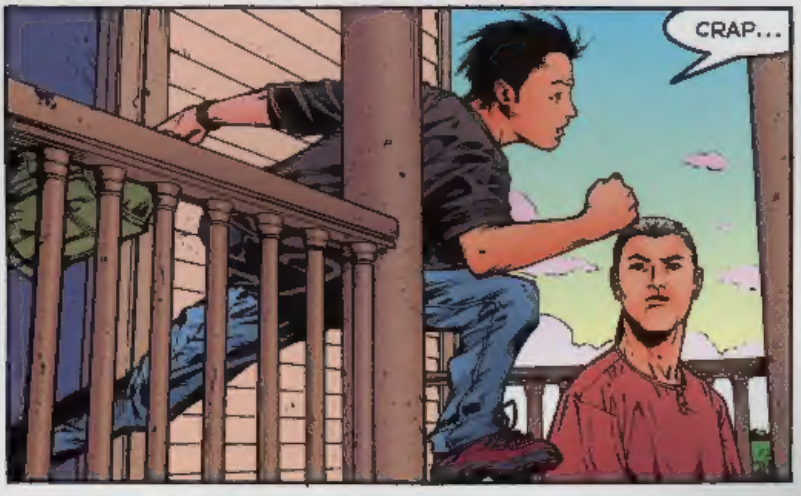
OBLIVION!

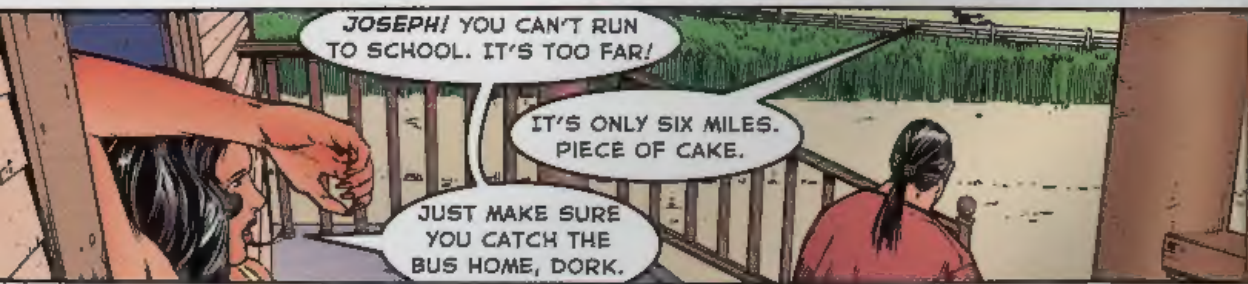
IT'S COMING...


"OBLIVION IS COMING."
HONK HONK

JOSEPH! HURRY, YOU'RE GOING TO MISS THE SCHOOL BUS AGAIN!

>SHRUG< I DON'T LIKE BUSES ANYWAY. TOO CROWDED.


CRAP...


JOSEPH! YOU CAN'T RUN TO SCHOOL. IT'S TOO FAR!
IT'S ONLY SIX MILES. PIECE OF CAKE.
JUST MAKE SURE YOU CATCH THE BUS HOME, DORK.

...
JOSHUA... WHAT'S WRONG?
ARE THE NIGHTMARES BACK?
TALK TO ME, JOSH. YOU'VE HELPED SO MUCH SINCE BRIAN DIED. THE PAST FEW WEEKS HAVE BEEN...
LET ME HELP YOU.
HE LOVES TO RUN, DOESN'T HE? ANYTHING TO AVOID A CROWD.
SINCE MOM AND DAD DIED HE'S HIS OWN FAVORITE COMPANY.
JOSH-- WHAT'S WRONG?!
THE CHILD.
WHAT?
THE CHILD. THE CHILD IS THE KEY.
I KNOW YOU DON'T UNDERSTAND, BUT REMEMBER...

...THE CHILD IS THE KEY, AND...
"OBLIVION IS COMING."

WUMM
HM
PTHUP!
HRMMM

NO...BRIAN.
CL-CLAK
G'WAY.
CREEEEEEE

KILL.
MAIM.
DESTROY.
YOU'RE TOO LOUD.
K-SHRAK!

KILL TUROK
HRAAARH!
FIRESEEDS DIE!
WHAT'S UP WITH ALL THE NOISE?
WHERE'S JOSH?
OH, GOD, JOSEPH...
...LOOK!
WH-WHAT ARE THOSE THINGS?!
K-POW!
SPLAT

GET OUT --NOW!
JOSH-- WHAT'S GOING--
I SAID, "GET OUT!"
I'LL EXPLAIN EVERYTHING LATER. .

...IF WE LIVE!
THUNK
KRAW!
RUN! THEY'RE AFTER ME! GO WHILE I STILL HAVE THEIR ATTENTION.
HRAAAAA
JOSH...I... WE LOVE YOU.
I KNOW.
HRRRRRRM

GET TO THE TRUCK!
KA-BOOM!
WULP!
OW.
HUH?!

WHO ARE YOU?

I AM *ADON.* COME WITH ME

THIS IS THE *CHAMBER OF VOICES.* WE MUST WAIT HERE; THE COUNCIL HAS SUMMONED YOU.

SPEAKER.

I AM HERE, COUNCIL.

YOUR COMPANIONS ARE STRANGERS TO US.

THESE ARE THE KEEPERS OF THE LIGHT, LAST OF THE *FIRESEED.* THEY ARE *TUROK*--AS WAS THEIR *BROTHER* BEFORE THEM.

TUROK? US? ADON, THERE'S OBVIOUSLY BEEN SOME KIND OF MIS--

SILENCE! YOU BETRAY YOUR WEAKNESS. THE SONS OF STONE HAVE FAILED. A NEW COURSE MUST BE SET.

YES, A NEW COURSE.

SPEAKER, CAN THE WOMAN BEAR THE BURDEN?

I DO NOT KNOW, COUNCIL.

AND THE BOY?

...

ADON--I DON'T UNDERSTAND ANY OF THIS. WHAT BURDEN? WHAT CHOICE?

ONE OF YOU MUST BECOME *TUROK.*

...

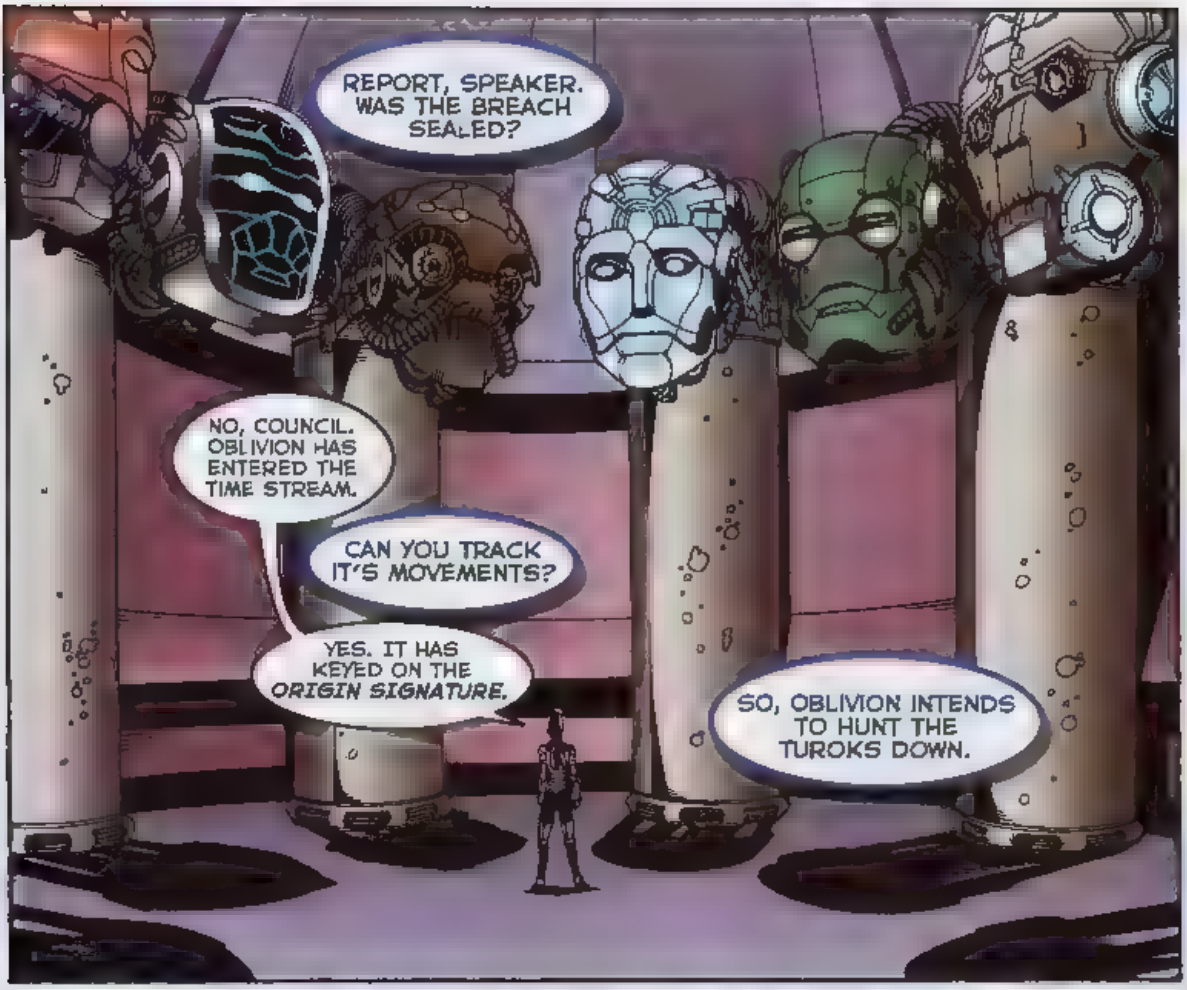
FINE. I ...I WILL BEAR THE *LIGHT BURDEN.*

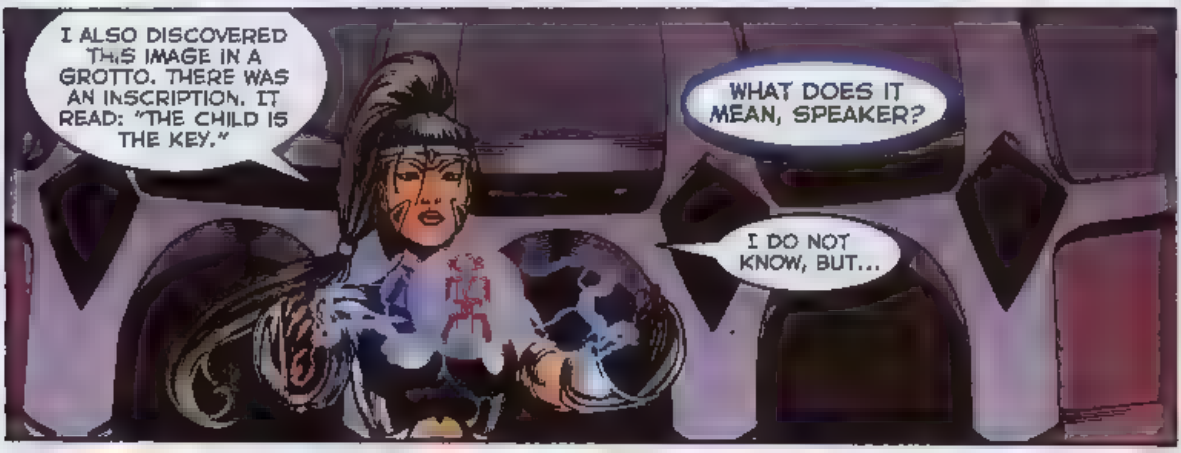
"THE WOMAN SETS A NEW COURSE FOR THE TUROK LINEAGE."
"I WILL BEAR THE BURDEN."
"I WILL WIELD THE LIGHT."
JESUS, DANIELLE, YOU'VE NEVER FIRED A GUN BEFORE IN YOUR LIFE--LET A..ONE F.ND AND SEAL A NETHERSCAPE BREACH.
STUPID!
RRRRRRIP
OKAY--I GUESS THAT WOULD BE A NETHERSCAPE BREACH.
"ADON SAID THAT THING IS A PART OF OBLIVION, THE TH NG THAT KILLED JOSH."
THE REAL QUESTION IS: HOW THE HELL AM I SUPPOSE TO STOP IT?!
ZRMMMMMM
WHA-- ATTACK CHOPPERS!
MAYBE THEY'LL DO MY JOB FOR ME.

" OR NOT. "
KLANK!
THUP!
DANIELLE YOU SHOULD HAVE THOUGHT THIS *TUROK* TH NG THROUGH A BIT MORE BEFORE VOLUNTEERING.
BRUPP!
AAARGH!
BRRAT
BRRAT
BRRRAT!

THE BREACH MONSTER TURNED THAT CHOPPER INTO A MONSTER- AND IT'S OBVIOUSLY NOTICED ME!
K-CHOK!! K-CHOK!!
RAD
RAD
TEN MINUTES AS TUROK AND I'M DEAD ALREADY!
NEED SOME HELP?
YOU DON'T THINK I WAS GOING TO LET YOU DO THE TUROK THING ON YOUR OWN DID YOU? YOU MIGHT BE MY BIG SISTER BUT IT'S MY BURDEN, TOO.
BEING TUROK IS A FAMILY THING.
I HAVE NO ISSUES, JOSEPH. JUST KEEP THAT DEMONIC CHOPPER FROM KILLING ME!
HOLD THAT THOUGHT.

THUNK
YEAAARH!
GET DOWN!
SHA-RACK!
THAT WASN'T TOO HARD.
NO, BUT WE FAILED TO SEAL THE BREACH. NOW WHAT?
LOOKS LIKE THE CHOICE HAS BEEN MADE FOR US.


REPORT, SPEAKER. WAS THE BREACH SEALED?
NO, COUNCIL. OBLIVION HAS ENTERED THE TIME STREAM.
CAN YOU TRACK IT'S MOVEMENTS?
YES. IT HAS KEYED ON THE ORIGIN SIGNATURE.
SO, OBLIVION INTENDS TO HUNT THE TUROKS DOWN.


I ALSO DISCOVERED THIS IMAGE IN A GROTTO. THERE WAS AN INSCRIPTION. IT READ: "THE CHILD IS THE KEY."
WHAT DOES IT MEAN, SPEAKER?
I DO NOT KNOW, BUT...

.I BELIEVE IT MEANS TUROK CAN ST.LL BE SAVED.

IS IT ME, OR DO YOU FEEL LIKE AN ERRAND BOY, TOO?
JOSHUA TRUSTED ADON AND THE COUNCIL SO WILL WE UNTIL WE GET THROUGH THIS OBLIVION MESS--IF WE GET THROUGH IT.
BUT TO BE TOTALLY HONEST, I'M TOO FREAKED BY THESE TEMPLE WALL CARVINGS TO WORRY ABOUT ANYTHING ELSE.
TELL ME ABOUT IT.
LIKE THIS KID. I CAN'T TELL IF THOSE DEMONS ARE WORSHIPPING HIM OR ATTACKING HIM.
KID?
the Sons of Stone will fail
the child shall die. chaos shall commence!
WHO ARE YOU?
we are the children of darkness. we are the children of OBLIVION
YOU'RE HELPING THAT MONSTER?!
we are PART of OBLIVION!
we were ancient before the birth of your insignificant universe! once oblivion & darkness destroyed all that stood before it. we revelled in omnipotence! but the birth of this universe nearly destroyed us
Now, the time of our return has come OBLIVION is at hand!
THE ONLY THING AT HAND IS MY PISTOL IN YOUR FACE. OBLIVION'S GOING BACK FROM WHERE IT CAME
we shall see

I GUESS THIS MEANS THERE'S NO WAY TO TALK ABOUT THIS?

the FIRESEEDS die today

K-BLAM!

K-SHRAK!

NOT IF I CAN HELP IT!

AARGH!

WHY DOES OBLIVION WANT THE FIRESEEDS DEAD?!

BLAM BLAM

oblivion needs the ORIGN SIGNATURE

WELL, IF I KNEW...

SHINK SHINK

SHRAW!

SWISH!

...WHAT AN OR GIN SIGNATURE WAS, I'D BE *GLAD* TO HELP.

oblivion is COMING!

IS THAT THING *RUNNING* AWAY?

YEAH--DO YOU THINK WE SHOULD LET IT GO?

NO.

SHINK

ME EITHER.

SHRAW!

NICE SHOT, SIS.

YOU, TOO.

JOSEPH, THAT LITTLE GIRL... THE OBLIVION PRIEST MUST HAVE BEEN PLANNING TO SACRIFICE HER.
LIKE IN THAT STATUE WE FOUND? THE CHILD?
help...me...
SHHH, DON'T TRY TO MOVE. EVERYTHING'S GOING TO BE OKAY.
I... I AM...
WHO ARE YOU?
TUROK.
TUROK?
DANIELLE, STOP!
THE CHILD IS--
ADONI?!
A TRAP!!

WHA--?!
WHAT DID YOU DO TO THE GIRL, OBLIMON?!
what I will do to all MANKIND, Fireseed
oBLIVION is at hand!
SHOK SHOK
NO, MONSTER. YOU ARE A RELIC OF A LONG-DEAD UNIVERSE
WE'RE NOT GOING TO LET YOU MESS UP OUR UNIVERSE.
what is the matter, Burden Carrier? you do not wish to help a child of oBLIVION?
IS THE GIRL GONE? HAS OBLIVION TAKEN OVER COMPLETELY?

WE DON'T HAVE TIME TO FIND OUT, DANI.
SHUNK SHUNK
BUT IF WE KILL THE GIRL BY KILLING OBLIVION--
SHUNK SHUNK
IT'S EITHER OBLIVION OR ME.
POOT!
SHO-KAM!
DANIELLE--THIS CREATURE MUST BE DESTROYED.
oblivion can not be destroyed!
HRAAAAGH!
the Sons of Stone--
PHUMP
THUK

AAARGH!
SHROW
THE SONS OF STONE WILL *LIVE* LONG ENOUGH TO STOP YOU FROM HURTING ANOTHER INNOCENT CHILD, OBLIVION.
SHSSSSSSSSS
SHSSSSSSSS
oblivion...
"IS IT *DEAD?*"
I FEAR
HEY! IT'S ESCAPING!

WE MUST HURRY. OBLIVION MUST BE DESTROYED BEFORE IT CAN REGENERATE!
THEN THERE'S NOTHING WE CAN DO FOR THE G.RL?
"I AM AFRAID NOT, JOSEPH. NOW, PLEASE-- OBLIVION!"
WE'VE ALMOST >HUFF< REACHED THE TOP, ADON.
WHAT DO YOU SEE, DANIELLE?
I... I SEE-
"NO. I DON'T BELIEVE IT."

HELLO, DANI.
JOSH? HOW? THE HOUSE, THE EXPLOSION, THE--
SHH. I'M ALL RIGHT. EVERYTHING'S GOING TO BE FINE.
ACTUALLY...
...EVERYTHING IS FAR FROM "FINE."
ADON! NO! WHAT ARE YOU DOING?
SHA-KOOM
AAAGH!
THAT IS NOT JOSHUA.

DANI, DON'T LISTEN TO HER. IT'S ME-- JOSH.
I...
NO!
NO. I SAW YOU DIE. YOU AREN'T MY BROTHER.
DANIELLE, PLEASE. WE'RE A FAMILY.
HA HA HA
Join me, Danielle. Join your brother in oblivion!
NO! JOSH IS DEAD!
As you too will soon be, little Turok!
Darkness is upon you, the Sons of Stone FALL this day

SHINK SHINK
I...I CAN'T SHOOT HIM. EVEN IF JOSH ISN'T INSIDE THERE ANYMORE.
Do not make your deaths too EASY for me, weakling
WULF
SHAMP
I want to SAVOR your DEFEAT
HA HA HA!
KEEP BLABBING, UGLY
the Fireseeds are NOTHING in the wake of OBLIVION!

With the death of the Burden Carriers and the Speaker of Forever Light this reality is mine to destroy! CHAOS will reign!
DON'T GET TOO COCKY, "JOSH."
HRMMMMM

CRUSHING.
Yes. I will crack open your ARMOR and feed off your BIOLUMINESCENCE, Speaker. I will take--
who--what is happening?!
SHWISH
SAND STORM. THEY CAN EAT SKIN RIGHT OFF BONE.
AND IF THAT'S NOT ENOUGH TO STOP YOU--
HRAAAGH!

I'VE GOT PLENTY MORE TOYS IN MY BAG.
Pain!
JOSH--IF YOU'RE IN THERE--I'M SORRY!
Suffering!
THUP THUP THUP
CRUCIFIXION

IS HE... IS IT...?
JOSH.
LOOK...HE'S MOVING...
HUK
HRUK!
OBLIVION'S ESCAPING!
HRAH
NOT IF I CAN HELP IT.
SCREEE!

THE ENERGY HELD WITHIN THESE SATCHELS, THE ENERGY OF CREATION, NEARLY DESTROYED YOU ONCE, OBLIVION.
YOU TOOK OUR BROTHER. .
.. NOW YOU GO TO HELL!
I WILL USE MY BIOLUMINESCENCE TO FOCUS THE ENERGY CONTAINED WITHIN YOUR SATCHELS.
OBLIVION'S REIGN ENDS HERE.
SCREEEEEEEEE
HRMMM
HRMMM
"THE SUFFERING...
"...STOPS NOW!"

ADON--IS IT OVER?
ENDINGS ARE ONLY NEW *BEGINNINGS*, JOSEPH.
BUT IS OBLIVION GONE *FOREVER?*
"I BELIEVE SO, FEMALE TUROK."
THEN IT'S OVER.
'BYE, JOSH.
WAIT, TUROK...
>SOB<

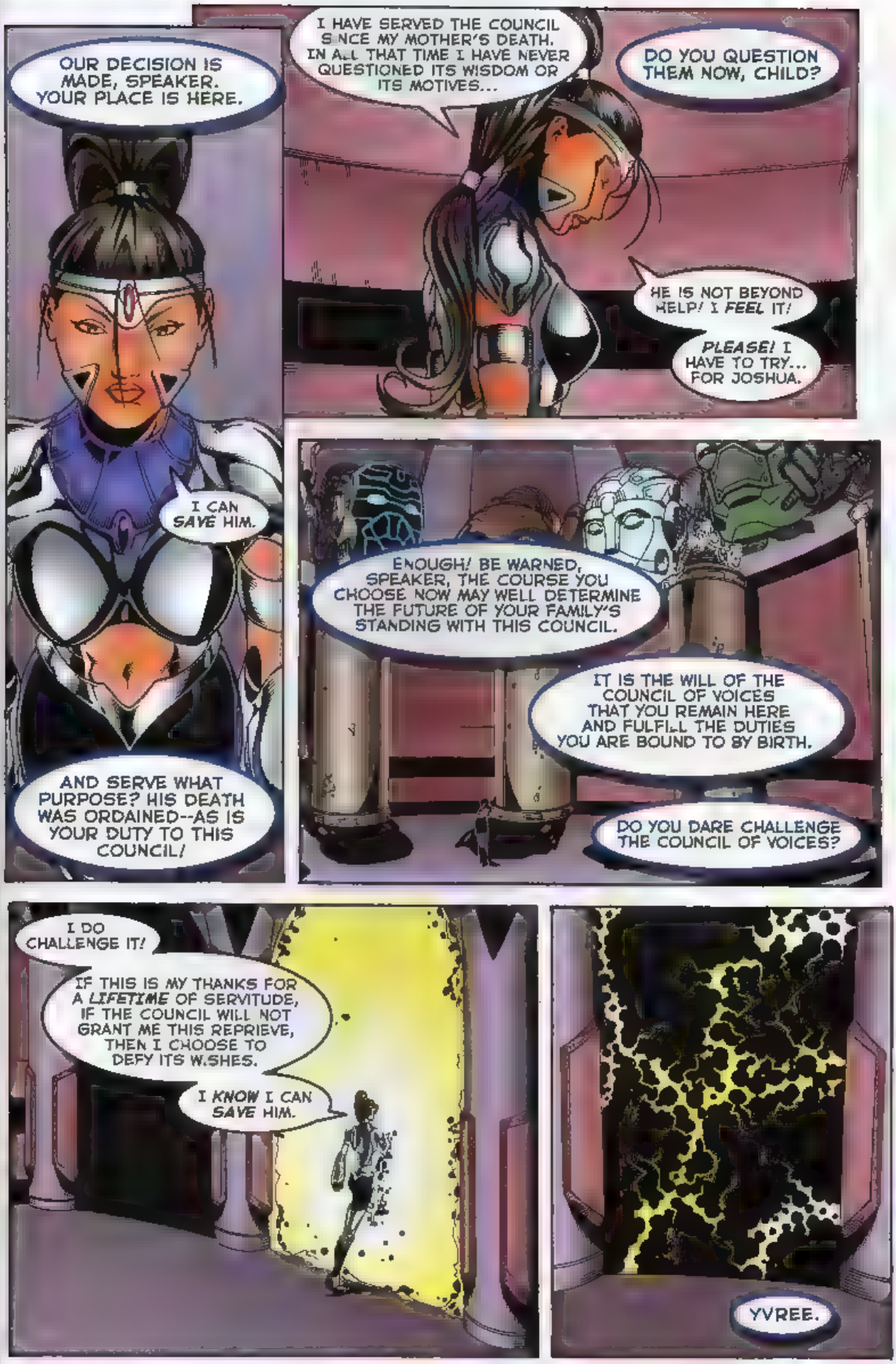
...COYOTE KNIGHT STIRS.

JOSH... HOW?!
HEY, SIS.

I WAS WRONG ABOUT MY VISION, DAN.

I KNOW THE CHILD WAS A TRAP.
NO, DAN.
THERE IS ANOTHER CHILD YOUR CHILD

IT...IT HAPPENED JUST BEFORE BRIAN DIED. HE...HE NEVER KNEW WE WERE GOING TO HAVE A SON.
HE WILL BE SPECIAL, DANI
PROTECT HIM.
PROTECT


I HAVE SERVED THE COUNCIL SINCE MY MOTHER'S DEATH. IN ALL THAT TIME I HAVE NEVER QUESTIONED ITS WISDOM OR ITS MOTIVES...
DO YOU QUESTION THEM NOW, CHILD?
HE IS NOT BEYOND HELP! I FEEL IT!
PLEASE! I HAVE TO TRY... FOR JOSHUA.
OUR DECISION IS MADE, SPEAKER. YOUR PLACE IS HERE.
I CAN SAVE HIM.
AND SERVE WHAT PURPOSE? HIS DEATH WAS ORDAINED--AS IS YOUR DUTY TO THIS COUNCIL!
ENOUGH! BE WARNED, SPEAKER, THE COURSE YOU CHOOSE NOW MAY WELL DETERMINE THE FUTURE OF YOUR FAMILY'S STANDING WITH THIS COUNCIL.
IT IS THE WILL OF THE COUNCIL OF VOICES THAT YOU REMAIN HERE AND FULFILL THE DUTIES YOU ARE BOUND TO BY BIRTH.
DO YOU DARE CHALLENGE THE COUNCIL OF VOICES?
I DO CHALLENGE IT!
IF THIS IS MY THANKS FOR A LIFETIME OF SERVITUDE, IF THE COUNCIL WILL NOT GRANT ME THIS REPRIEVE, THEN I CHOOSE TO DEFY ITS W.SHES.
I KNOW I CAN SAVE HIM.
YVREE.

YES, COUNCIL.
SHE GROWS MORE INSOLENT BY THE DAY.
SHE LOVES HIM.
NO MATTER. SHE IS A DANGER TO US ALL. PREPARE YOURSELF.
OF COURSE, COUNCIL.
END

CHARACTERS

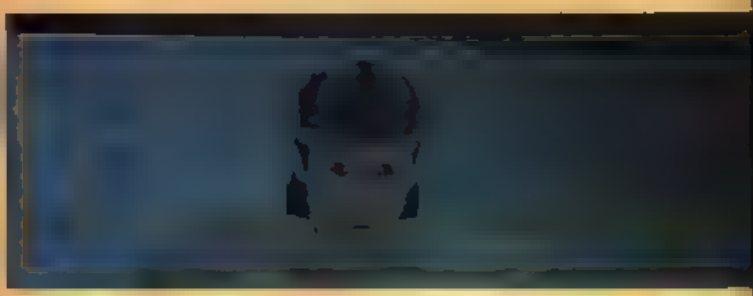
You may remember a couple of these characters, but the others will be new. The information about Joseph and Danielle will be exceptionally useful when playing through Turok® 3: Shadow of Oblivion™. Selecting your character will alter your gaming experience. The other bios will give you a feel for the drama that is about to begin, as you embark on your journey through Turok® 3: Shadow of Oblivion™.

NAME: JOSHUA FIRESEED
AGE: 24
HEIGHT: 6' 2 WEIGHT: 185 POUNDS

PHYSICAL DESCRIPTION: Tall and muscular, Joshua is the epitome of athleticism and physical prowess. He is very strong and extremely agile. Josh is a strikingly handsome man, though the pressure of his position has aged his youthful face beyond his 24 years.

BIO: Having had the mantle of Turok thrust upon him, Joshua had little chance to come to grips with the scope of his responsibilities before he was thrown into battle. Joshua took up the mantle of Turok and performed magnificently, defeating the Primagen and saving the Lost Land from almost certain annihilation. Although somewhat of a misfit prior to the discovery that he was to become the next Turok, Joshua takes his responsibility very seriously. He has forgotten all earthly ambitions, save those that the burden of the mantle place on his shoulders.

In the year since the Primagen was defeated, Joshua has been plagued by nightmares about a mysterious child. The increased frequency and intensity of these dark visions has prompted Joshua to return home to be with his older sister, Danielle and younger brother, Joseph. With those that he loves most dearly close to him, Joshua had hoped to escape the omens that plague him and find peace. For a brief period it seemed that he would succeed. Joshua found his thoughts lingering on the mysterious and beautiful Adon, the Speaker of Forever Light. In their conversations following the death of the Primagen, Joshua has come to feel a kinship with Adon, who is burdened by her own responsibilities to the Council of Voices, the Rulers of Galyanna and the keepers of history.

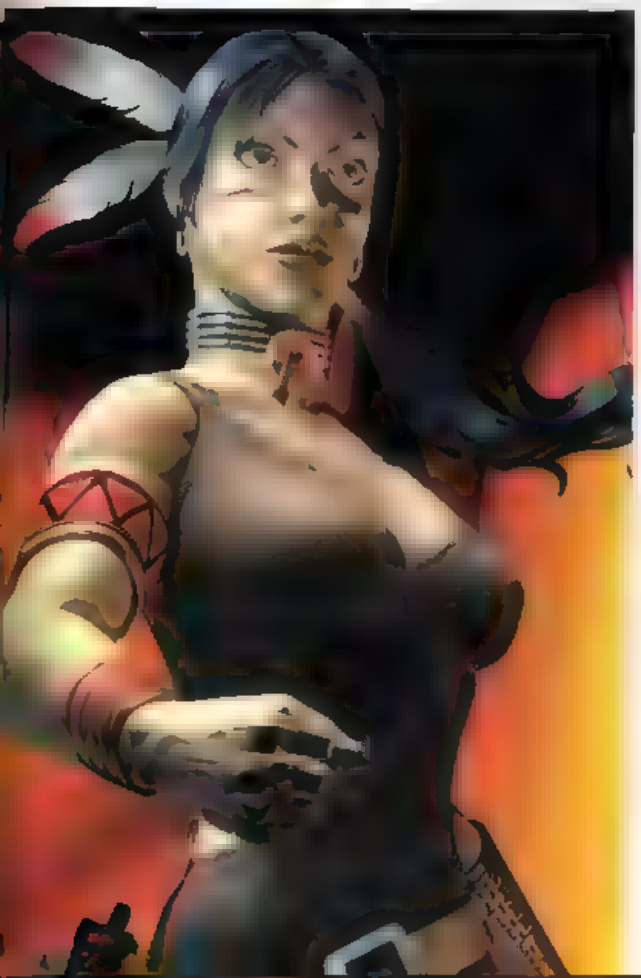


NAME: DANIELLE FIRESEED
AGE: 27
HEIGHT: 5' 11 WEIGHT: 120 POUNDS

PHYSICAL DESCRIPTION: Danielle is perhaps the perfect blend of rugged muscularity and female beauty. Taller than average, she is a striking figure, more so because of her beauty than her physical conditioning. Danielle's body was shaped by a lifetime of extreme competitiveness and involvement in just about every sort of physical activity she could take part in. Danielle rarely wears her long hair down, opting for simple, practical braids or pony tails to keep it out of her face. Likewise Danielle wears only simple blue jeans or khaki shorts with a T-shirt or comfortable sweater.

BIO: Strong, independent and stubborn, Danielle grew up unable to stand the notion of being second best at anything. Her fierce competitiveness drove her to compete in a myriad of athletic events, organized sports and any other physical challenge that presented itself. Her academic achievement mirrored her physical accomplishments and she graduated from college with one of the highest GPAs that the university had ever seen.

Danielle now works for the Game and Parks Commission studying the indigenous birds of prey. Despite her burning desire to succeed with her personal interests, Danielle never intended to leave her hometown to pursue bigger things. Though she loves the rush of pushing her body to its limits, Danielle is a simple girl who appreciates the peace and tranquility of a life built on personal happiness and mutual support.



Family. She is fiercely loyal to her family. She is a protector and nurturer at heart.

Shortly after graduation she married her long time boyfriend, Brian. Brian's tragic death less than two years later galvanized Danielle's devotion to her brothers, particularly Joseph who had come to love Brian not only as a brother in law, but as a surrogate father. Danielle now lives with Joseph in the home that they grew up in. She does her best to help Joseph cope with Brian's death, which has helped her deal with the pain of her own loss. Joshua's return home has helped her deal with her loneliness and sorrow, but Danielle now senses that another loved one may soon be taken from her.

NAME: JOSEPH FIRESEED
AGE: 15
HEIGHT: 5' 6 WEIGHT: 155 POUNDS

PHYSICAL DESCRIPTION: To look at Joseph one might never guess that he is Joshua's younger brother. Whereas Joshua is tall and powerfully built, Joseph is small and considerably less muscular. His physique is hard and sinewy, but his overall appearance suggests speed and agility – a body honed by a childhood of climbing the cliff faces near their hometown and running to school when he missed the bus. Joseph has piercing eyes and often focuses his gaze so intently on a person or object that he might be considered odd.

BIO: Joseph might best be described as two boys. To strangers, classmates and acquaintances, he is a strange, quiet young man who rarely speaks and almost never smiles. Joseph is an excellent student, though he is never eager to share his knowledge with the class, and is not usually called upon to do so. Joseph would be described by people as "calm," not depressed. His solitary nature does not make him an outcast, largely due to his kindness and bravery, attributes that he has demonstrated on several occasions.

Joseph once pulled a child from a burning building after sprinting through the flames like an antelope and scaling down the exterior with the terrified girl slung over his shoulder. He has also been known to care for wounded pets and mend an elderly woman's fence without being asked.

To his brother and sister, Joseph is affectionate and attentive. His love for both of them is unabashed and he frequently demonstrates it by making breakfast, or giving gifts of fossils, arrowheads, or rare minerals that he finds on his frequent wanderings through the countryside. To Josh and Danielle, Joseph is a loving and easy going kid that is normal in every way. Joseph is also completely comfortable with his relatives, and has close friendships with his aunts, uncles, cousins, and particularly his grandfather. But he has no other real friends, and shies away from the company of anyone that is not a blood relative. Both Joshua and Danielle are aware that Joseph is awkward with others.

Joseph was in the vehicle with his parents when they were killed nine years earlier, and spent two hours trapped in the wreckage with them, trying in vain to make them answer his terrified cries. To his extended family, Joseph has come back to them. They are not sure if he wants anything to do with the rest of the world.

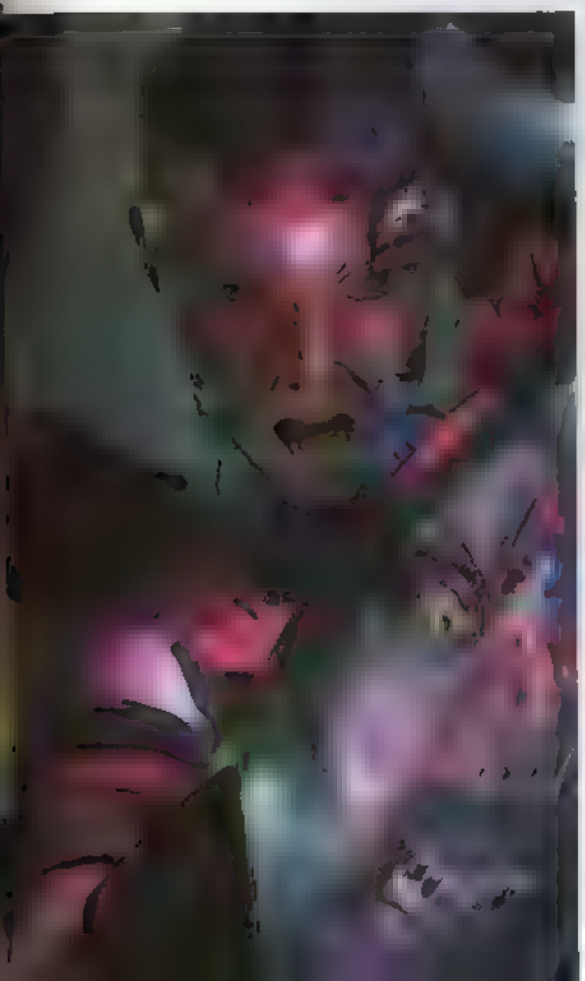
Joseph has the uncanny ability to move silently, often testing his skills by sneaking up on birds, rabbits, deer, and coyote. Because of his size, Joseph can squeeze in tight spaces easily. He has natural talent with a bow, and is an excellent shot with a rifle.

ADON
AGE: Unknown
HEIGHT: 6'6 WEIGHT: 130

PHYSICAL DESCRIPTION: Adon is a female of an alien race that is very similar to humans. Her pale skin and striking violet eyes are evidence of her alien race, but do nothing to detract from her elegant and breathtaking appearance. Adon is extremely tall, slender and almost ethereal in appearance, but she carries herself with a regal demeanor and strength that suggests she is more than capable of taking care of herself. A long, flowing head of silver blue hair is nearly always braided and held back from her face with a beautiful, but simple head piece, just one of the ornaments of her office.

Adon never leaves her chamber without her organic Bio-composite armor. The armor is bonded with a child at birth, and responds to electromagnetic impulses from the brain. The armor can change shape instantly from a flowing gown to hardened battle shell and is capable of reacting based on its own instincts, though it is not sentient.

BIO: Scholar, vizier, sorceress, and warrior. Born of a noble family, and raised under the scrutiny of her mother's watchful eye, Adon was prepared since birth to take up the mantle of "Speaker of Forever Light." The "Speaker of Forever Light" serves as a liaison between the people of Galyanna and the "Council of Voices," the disembodied consciences of the Lost Land's greatest leaders. The Council have lived and ruled Galyanna as immortals for thousands of years. Having uploaded their conscious minds into massive computer systems centuries ago, the Council lives on though their bodies have long since died.



As the only Governess of Galyanna permitted to speak directly with the Council, Adon's position is one of the highest respect, and ultimate sacrifice. The Speaker must serve only the needs of the Council and the people of Galyanna. Though she has served the Council faithfully since her Mother's untimely death, Adon often longs to be free and live her life far away from the bonds of her office. Adon has developed a friendship with Joshua that has continued to deepen as the months have passed, and her growing feelings for this young Turok have left her longing for a life she fears she may never know.

TUROK GALLERY
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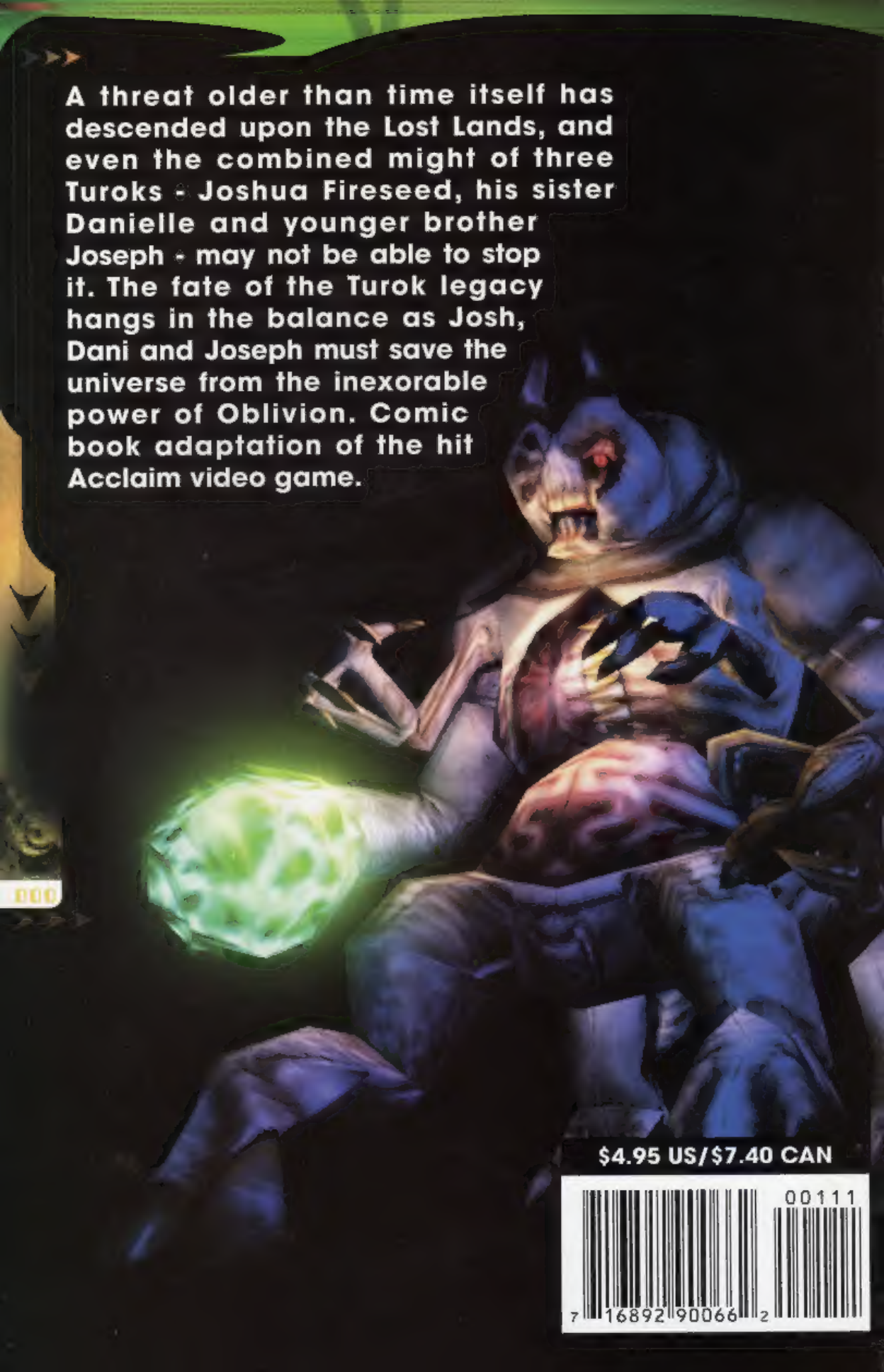
TUROK GALLERY

TUROK GALLERY

A threat older than time itself has descended upon the Lost Lands, and even the combined might of three Turoks - Joshua Fireseed, his sister Danielle and younger brother Joseph - may not be able to stop it. The fate of the Turok legacy hangs in the balance as Josh, Dani and Joseph must save the universe from the inexorable power of Oblivion. Comic book adaptation of the hit Acclaim video game.



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